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Team NINJA



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NINTENDO DS™



NINJA GAIDEN DRAGON SWORD

INSTRUCTION BOOKLET

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Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



LICENSED BY

Nintendo

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Story

THE LEGEND OF THE DRAGON SWORD

IN ANCIENT TIMES, HUMANS LIVED IN PEACE WITH DRAGONS. BUT THEN CAME THE DARK DRAGON, A MALEVOLENT GIANT THAT WASTED NO TIME IN PLUNGING THE EARTH INTO AN ABYSS OF DARKNESS. THEIR STRENGTH DRAINED BY THE EVIL OF THE DARK DRAGON, THE REMAINING DRAGONS PLACED THEIR LAST HOPE IN THE HANDS OF THE HUMANS IN THE FORM OF ONE OF THEIR OWN FANGS.

THUS WAS BORN THE DRAGON SWORD, A FORMIDABLE WEAPON INHABITED BY THE VERY ESSENCE OF THE POWERS OF THE DRAGONS. IT WAS WITH THIS SWORD THAT THE HUMANS WERE ABLE TO DEFEAT THE DARK DRAGON.

IN THE COUNTLESS MILLENNIA SINCE, THE DRAGONS HAVE LONG SINCE PERISHED. BUT THEIR SPIRIT REMAINS IN THE FORM OF THAT SWORD, NOW CARRIED BY THE DESCENDANTS OF THE HUMANS THAT FOUGHT BY THEIR SIDE ON THAT FATEFUL DAY.

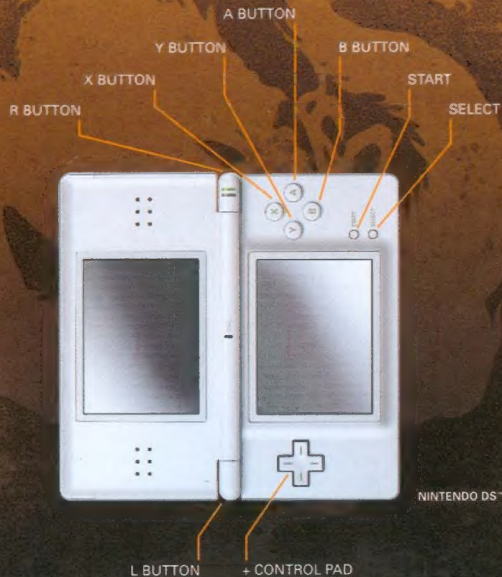
THE DARK DRAGON BLADE INCIDENT

LONG AGO, THE DARK DRAGON PLUNGED THE WORLD INTO AN ERA OF CHAOS. UPON HIS EVENTUAL DEFEAT, AN ENCHANTED SWORD KNOWN AS THE DARK DRAGON BLADE WAS CREATED FROM ITS BONES. THIS DANGEROUSLY POWERFUL WEAPON, INFUSED WITH THE MALEVOLENT SPIRIT OF THE DARK DRAGON ITSELF, WAS ENTRUSTED TO THE CARE OF A BLOODLINE OF HUMANS KNOWN AS THE DRAGON LINEAGE. HOWEVER, EVIL BEINGS, ENTHRALLED BY ITS IMMENSE EVIL POWER, STOLE THE DARK DRAGON BLADE. AND ONCE AGAIN THE WORLD FACED THE THREAT OF ETERNAL DARKNESS.

A YOUNG NINJA NAMED RYU HAYABUSA, SURVIVOR OF THE HAYABUSA CLAN AND DESCENDANT OF THE DRAGON LINEAGE, TOOK UP HIS FAMILY'S LEGENDARY BIRTHRIGHT, THE DRAGON SWORD, TO FACE THIS THREAT ALONE. AT THE END OF AN INTENSE BATTLE, RYU SHATTERED THE EVIL DARK DRAGON BLADE INTO COUNTLESS SHARDS WITH A BLOW FROM HIS DRAGON SWORD.

SIX MONTHS HAVE PASSED SINCE WHAT IS NOW KNOWN AS THE DARK DRAGON BLADE INCIDENT.

Controls



This game is played with the Nintendo DS held vertically, like an open book. If you are left-handed, please change the Handedness setting in the Options Menu. (For more information about the Options Menu, see page 11)

+ CONTROL PAD AND THE A, B, X, Y, L, AND R BUTTONS:

Used to allow Ryu Hayabusa, the main character, the ability to block enemy attacks.

START AND SELECT BUTTONS:

Opens the Pause Menu.

MICROPHONE:

Used in certain parts of the game.

TOUCH SCREEN:

Used for- Selecting Items/Forwarding Messages/Action Controls/etc. (For more information about controlling the Action, see page 15)

*Closing the Nintendo DS system during play will cause the game to go into Sleep Mode, which can help preserve battery life. Opening the system again will exit Sleep Mode and allow you to pick up where you left off.

Getting Started

1. First, ensure that your Nintendo DS system power is off. Then, insert the NINJA GAIDEN® DRAGON SWORD DS Game Card into the Game Card slot. Press it in firmly until you hear a "click."
2. After pressing the Power Button to turn the system's power ON, you should see the screen shown to the right. After reading the message carefully, touch the screen to continue.
3. Touch the NINJA GAIDEN DRAGON SWORD panel on the top of the DS menu screen to start the game. This will open the game's Title Screen.

WARNING • HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR RECORD, GO ONLINE AT www.nintendo.com/us/safety/
Touch the TouchScreen to continue.



**This third step won't be necessary if you have your Nintendo DS configured to automatically launch games. Check your Nintendo DS instruction manual for details.*

4. Hold the DS in a vertical orientation, then touch the START panel on the Title Screen. This will open the Mode Select screen.

**While playing NINJA GAIDEN DRAGON SWORD, you can exit the game and return to the title screen at any time by holding down the L, R, Start, and Select buttons simultaneously. Please note that this will not save your game progress, so be careful when exiting the game.*



Mode Select

When starting the game for the first time, touch one of the panels marked NEW GAME. To continue a game in progress, touch the panel for your saved game to open the File Menu. You can have up to 3 separate saved games.

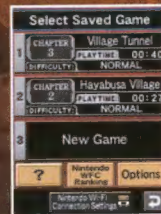
NEW GAME

After selecting NEW GAME, you must choose a difficulty level for the game. The difficulty level affects the number of enemies that you'll face, as well as how much damage they inflict. After completing the game, you'll unlock even more difficulty options.

Saving Your Game

Your progress will be saved to the slot that you chose on the Mode Select screen.

(For more details on Saving Your Progress, see page 20)



FILE MENU

When you choose a saved game, you will open the File Menu. Select from the following 3 options to proceed.

Continue: Choose this to continue your game from the point where you last saved.

Copy: Allows you to copy an existing saved game to another slot.

Delete: Allows you to delete an existing saved game.

Please be aware that once you have deleted an existing file, you can't replay the game again with that file.



OPTIONS

Allows you to configure the settings for the game.

Options Menu

Handedness:

Choose the hand with which you hold the stylus.

Audio Setup:

SPEAKERS: Stereo output from the upper/lower DS speakers.

HEADPHONES: Stereo output to the left/right headphones.



Allows you to view the bonus content you've collected throughout the game.

NINTENDO WFC RANKING

Use the Nintendo Wi-Fi Connection to access a ranking of the best players in the world. (For more information, see page 24)

Game Screen

This game makes use of both screens during play. The touch screen is called the Main Screen, and the other is called the Sub Screen.

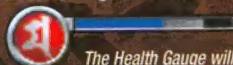


THE MAIN SCREEN

Allows you to configure the settings for the game.

1. Health Gauge

This is Ryu's remaining health. When it reaches zero, the game will end.



The Health Gauge will decrease when suffering damage from the enemy. The grey portion of the gauge will be automatically recovered after the battle; however, the black portion will not be recovered automatically.

2. Ninpo Icon

Touch this icon to perform Ninpo magic attacks.

3. Combo Indicator

This shows the number of consecutive hits (combos) that you have performed.

4. Essence

This indicates how much Essence (money) you have.

5. Boss Health Gauge

This indicates how much health a boss enemy has left.



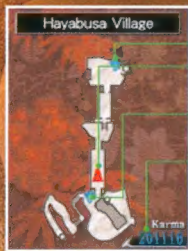
Normal Battle



Boss Battle

THE SUB SCREEN

This screen is used to display a variety of useful information.



1. Area Changeover Symbol

This symbol shows a place of area changeover.

2. Red Symbol

Ryu's current location.

3. Blue Dragon Symbol

Floating Dragon Statues. This is the save point.

4. Karma

Karma is a number that represents all of the battles you have been through, and acts as your score during the game.

THE PAUSE MENU

Press the **START Button** / **SELECT Button** during a game to open the Pause Menu. Touching the icons listed below allows you to view details of your equipment.



1. Chapter

2. Dragon Sword Level

This displays the current level of the Dragon Sword. As the weapon's level increases, it becomes more powerful and capable of bigger combos.

3. Projective Weapon

This section shows the projective weapon you've acquired. You can change the weapon by touching the icon with the stylus.

4. Ninpo

This section shows the Ninpo techniques you've acquired. You can change the Ninpo by touching the icon with the stylus.

5. Technique Scrolls

This area displays the various Technique Scrolls you have collected.

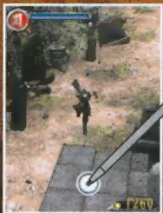
6. Important Items

This section displays information on items gathered throughout the game.

Action

RUNNING / WALKING

Ryu will move towards any point that you touch with the stylus. If you touch a point further away from him, Ryu will run. Touch a point close to him, and he walks.



JUMPING

Slide the stylus quickly from bottom to top to make Ryu jump in the desired location. Performing the same move while he is in the air will make him double-jump.



SLASHING ATTACKS

Slide the tip of the stylus quickly over the enemy in a slashing motion. This will cause Ryu to slash that enemy with his sword. You can vary the type of slash by sliding the stylus in different directions.

Tip: After sliding the stylus from bottom to top, quickly lift the stylus point from the touch screen. This should make it easier to jump properly. Similar to jumping, lifting the tip of the stylus from the screen after slashing will make it easier to perform the various sword attacks.



SHURIKEN ATTACKS

Tap an enemy with the stylus and Ryu will throw a Shuriken (throwing star) at them. This is a great way to take care of enemies that are beyond the reach of Ryu's sword.



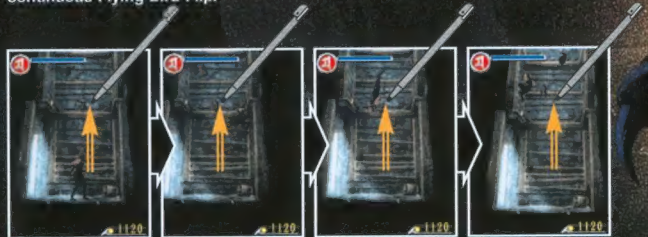
BLOCKING / REVERSE WIND

You can make Ryu block enemy attacks by pressing any of the buttons on the Nintendo DS: the **+Control Pad** or the **A, B, X, Y, L, and R Buttons**. While you're blocking, touch anywhere on the Main Screen with the stylus to perform a **Reverse Wind** (rolling dodge move) in the desired direction. Some enemy attacks can't be blocked; use the Reverse Wind to dodge them.



CONTINUOUS FLYING BIRD FLIP

When in a passage with walls on both sides, repeatedly slide the stylus from bottom to top to jump off of the walls and climb the passage. This technique is called the Continuous Flying Bird Flip.





NINPO

As you progress through the game, you will obtain several powerful Ninpo magic. Ryu can perform powerful Ninpo magic attacks by expending his Ki (spirit) power.



To use Ninpo, first touch the Ninpo Icon on the upper left corner of the Main Screen. This will bring up the Ninpo Incantation Screen.



Choose the Ninpo you would like to use by touching its symbol. A corresponding Sanskrit character will appear. Trace it with your stylus. If you finish tracing before the time gauge at the bottom runs out, you will be successful in casting your Ninpo spell.

to use by touching its symbol. A corresponding Sanskrit character will appear. Trace it with your stylus. If you



ULTIMATE TECHNIQUE

To perform a powerful attack called the Ultimate Technique, repeatedly slide the stylus back and forth over the screen, then release. There are two power levels to the Ultimate Technique, and the longer you slide the stylus back and forth the more powerful it becomes.



TALK

Touching non-enemy characters with the stylus allows you to talk to them.



Essence



When Ryu defeats an enemy, a ball of energy called Essence is released. It cannot be absorbed when attacking or blocking.

If Ryu absorbs Essence while charging for an Ultimate Technique, the time needed to fully charge the attack will be reduced.

There are 3 types of Essence and each has a different effect.



YELLOW ESSENCE

This Essence is used to purchase items from Muramasa's shop.



BLUE ESSENCE

This Essence replenishes your health when collected.



RED ESSENCE

This Essence restores your Ki power.

Saving Your Progress

You can save your current game progress by accessing one of the floating Dragon Statues found throughout the world. These Dragon Statues will also replenish your health and Ki power. Also, whenever you complete a chapter, your current game is automatically saved.

While you are saving your current game after completing each Chapter, you can register your records: Karma, Playing Time, etc. onto the Wi-Fi Ranking board. (For more information about Wi-Fi Ranking, see page 24)



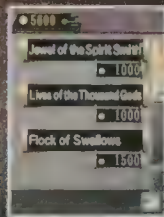
GAME OVER

When Ryu's health reaches zero, the game will end and you can select either "Continue" or "Quit". If you choose "Continue", you can restart the game from the point where you last saved.

Muramasa's Shop

As you progress through the game, you will have the opportunity to purchase items from Muramasa, the proprietor of a tool shop. However, you must have gathered the indicated level of Yellow Essence to purchase the desired item.

To buy an item, touch the name with the AT touch (you must have gathered the indicated level of Yellow Essence to purchase the desired item.)



1. ITEM'S CURRENT YELLOW ESSENCE

2. NAME OF ITEM

3. PRICE OF ITEM (YELLOW ESSENCE)

4. SCROLL BAR

Touch and hold the scroll bar, then move it up or down to view the full list of items.

5. RETURN ICON

Touch this icon to finish buying items and return to the game.

ITEMS AVAILABLE FOR PURCHASE

LEVEL UP DRAGON SWORD

Increases the level of the Dragon Sword.



LIVES OF THE THOUSAND GODS

Increases Ryu's maximum health.

TECHNIQUE SCROLLS

Allow you to use new attacks during battle.



MAGIC SCROLLS

Allow you to cast new spells.

Muramasa's Prizes

As you progress through the game, you will obtain a number of wooden talismans after completing secret stages, accessing the Netherworld, or by defeating the "Sea Swallow". Earn enough of these and you will unlock several new features in the Muramasa's Prizes section of the Mode Select Menu.



You will not be able to hear or see the "Sea Swallow" in the beginning of the game. Although, when Ryu is close to the "Sea Swallow", it will chirp distinctively. By throwing Shurikens or talking into the microphone, you may be able to pinpoint where the chirping is coming from.

Wi-Fi Ranking

Using the Nintendo Wi-Fi Connection, compare with people around the world to see who can get the higher Karma score. For more information, please refer to the "Nintendo Wi-Fi instruction Booklet".

WI-FI SETTINGS

To start, configure your Wi-Fi connection using the Wi-Fi Connection Settings Screen.

RANKING SELECTION

Choose a difficulty level from the menu to display the top Karma scores from players throughout the world, letting you see how your own score stacks up.

NORMAL	
1st	Maximum Karma 810051
2nd	Maximum Karma 661515
3rd	Maximum Karma 610252
4th	Maximum Karma 497483
5th	Maximum Karma 491488
6th	Maximum Karma 37510

Nintendo Wi-Fi Connection Ranking	
Rank	100
Player Name	Yoshi
Character	2
Play Time	10:57
Defeats	2
Games Completed	6
Successful U.T.s	7

Character Profiles

RYU HAYABUSA

THE MAIN CHARACTER OF NINJA GAIDEN: DRAGON SWORD, RYU IS THE LAST DESCENDANT OF THE DRAGON LINEAGE AND THE YOUNG LEADER OF THE HAYABUSA NINJA CLAN. SIX MONTHS HAVE PASSED SINCE WHAT IS NOW KNOWN AS THE DARK DRAGON BLADE INCIDENT. RYU HAYABUSA SPENDS HIS DAYS RECONSTRUCTING THE HAYABUSA VILLAGE AND TRAINING WITH OTHER HAYABUSA CLAN NINJAS.

MOMIJI

A YOUNG FEMALE NINJA IN TRAINING AT THE HAYABUSA VILLAGE, MOMIJI HAS SHOWN HERSELF TO BE A PRODIGY SKILLED IN SWORDPLAY AND THE VARIOUS NINJA ARTS. WHEN THE DARK DRAGON BLADE INCIDENT OCCURRED, SHE WAS VISITING ANOTHER VILLAGE FOR TRAINING. THEREFORE, SAVING HER FROM THE DISASTER.

OBABA, ELDER SORCERESS OF THE BLACK SPIDER CLAN

A WIZENED SORCERESS RUMORED TO BE OVER 100 YEARS OLD, OBABA HEADS THE BLACK SPIDER CLAN AS THEIR LEADER. ALWAYS CARRYING WITH HER A MYSTERIOUS MAGICAL STONE, SHE IS CAPABLE OF WIELDING MANY FORMS OF POWERFUL SORCERY.

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ANCIENT GREATER FIEND NICCHAE

NICCHAE IS THE ANCIENT GREATER FIEND OF DEATH AND DESTRUCTION. SHE IS THE TWIN SISTER OF ISHTAROS.

ANCIENT GREATER FIEND ISHTAROS

ISHTAROS IS THE ANCIENT GREATER FIEND OF CREATION. THERE SEEMS TO BE A DEEP-ROOTED CONNECTION EXISTING BETWEEN ISHTAROS AND THE HOLY VIGGOR EMPEROR, WHICH WAS ANNIHILATED BY RYU HAYABUSA IN THE DARK DRAGON BLADE INCIDENT.

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MURAMASA

THIS KINDLY OLD MAN IS THE PROPRIETOR OF A TOOL SHOP. HE PROVIDED MUCH-NEEDED SUPPORT TO RYU DURING THE DARK DRAGON BLADE INCIDENT.

THE HAYABUSA NINJA CLAN

THE MEMBERS OF HAYABUSA CLAN, WHO WORKED TOGETHER TO RECONSTRUCT THE DEVASTATED HAYABUSA VILLAGE.



KIDS OF THE HAYABUSA VILLAGE

THE KIDS OF THE HAYABUSA NINJA CLAN VILLAGE WHO SURVIVED THE DARK DRAGON BLADE INCIDENT. THEY LOVE RYU HAYABUSA LIKE A BLOOD BROTHER.

Credits

NINJA GAIDEN Dragon Sword

Executive Producer

Producer & Director

Assistant Producer

Art Director and Writing Lead

Engineering Lead

Character Design and Illustrations Lead

Environment Art Lead

Engineering

Enemy AI and Battle Design

Game Design

Animation

Character Art

Environment Art

Audio Director

Music Composition & Sound Effects

Illustrations

Graphics and Effects Art

Supervisor

Tomonobu Itagaki

Yosuke Hayashi

Tetsuya Imamura

Yutaka Saito

Tetsuo Yamamoto

Mariko Hirokane

Hideki Niimi

Takeshi Sawatari

Nobuhiro Oda

Yasunori sakuda

Yoshinobu Suzuki

Yuta Yamazaki

Kazutaka Otsuka

Motohiro Shiga

Kazuteru Shibasaki

Katsuhiro Yamauchi

Ryoji Abe

Hiroki Omote

Yuki Nakajima

Etsuko Akiyama

Takafumi Inamori

Hiroyuki Akiyama

Natsuko Kawakami

Syuichi Wada

Yasuo Egawa

Masato Ohnishi

Hiroaki Matsui

Katsunori Ehara

Package Design

Voiceover Talent

Localization Producer

English Translation and Writing

International Sales

Japanese Marketing

Japanese Sales

Promotional Artwork

Tom Lee

Hideyuki Hori (Ryu Hayabusa)

Yuko Minaguchi (Momiji)

Takeshi Aono (Muramasa)

Hiroko Emori (Obaba)

Ken Suzuki

Kanako Tateno

Dai Natsuki

Andrew Szymanski

AltJapan Co., Ltd.

Matt Alt

Hiroko Yoda

Mitsuru Tsutsumi

Ryota Chono

Satoshi Kanno

Hideyuki Suzuki

Hiroshi Suzuki

Riho Tsurumaki

Hideyasu Matsuo

Tetsuya Nitta

Toru Akutsu

Yukio Saito

Takayuki Kikuchi

Takuya Negishi

Michihisa Matsuzaki

Keiko Sugimoto

Takashi Miyamae

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Hidekatsu Nagasawa
SARUGAKUCHO Inc.
Yutaka Takehisa
Takuya Miyagawa
MILKY-chan
All Team NINJA staff

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Warranty

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Tecmo, Inc. warrants to the original consumer purchaser that the recording medium on which this software program is recorded (the "Tecmo Game Disc") shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective Tecmo Game Disc will be replaced free of charge. This warranty does not apply if the Tecmo Game Disc has, in the judgment of Tecmo, been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defects in material or workmanship.

For replacement during the 90-day warranty period, return the Tecmo Game Disc in its original packaging along with the receipt to the retailer from which you purchased the software. If you are unable to obtain a replacement Tecmo Game Disc from the retailer, contact Tecmo, Inc. at the telephone number set forth below.

OBTAINING SUPPORT AND SERVICE

To obtain support, please contact Tecmo, Inc. at:

Tecmo, Inc.
21213-B Hawthorne Blvd.
Torrance, CA 90503
Telephone (310) 944-5005

Our office is in operation from 9:00 a.m. to 4:00 p.m., Pacific Time, Monday through Friday.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the Tecmo Game Disc develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Division at the phone number noted above. If the Tecmo Service technician is unable to solve the problem by phone, he may provide you with a return authorization number. You may then record this number on the outside packaging of the defective disc and return the defective disc freight prepaid to Tecmo, enclosing a check or money order for \$10.00 payable to Tecmo, Inc. along with a description of the problem. Tecmo will, at its option, subject to the conditions above, repair the Tecmo Game Disc or replace it with a new disc. If replacement discs are not available, the defective Tecmo Game Disc will be returned and the \$10.00 payment refunded.

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